

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

## IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements

Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

## **WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
  correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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## INTRODUCTION

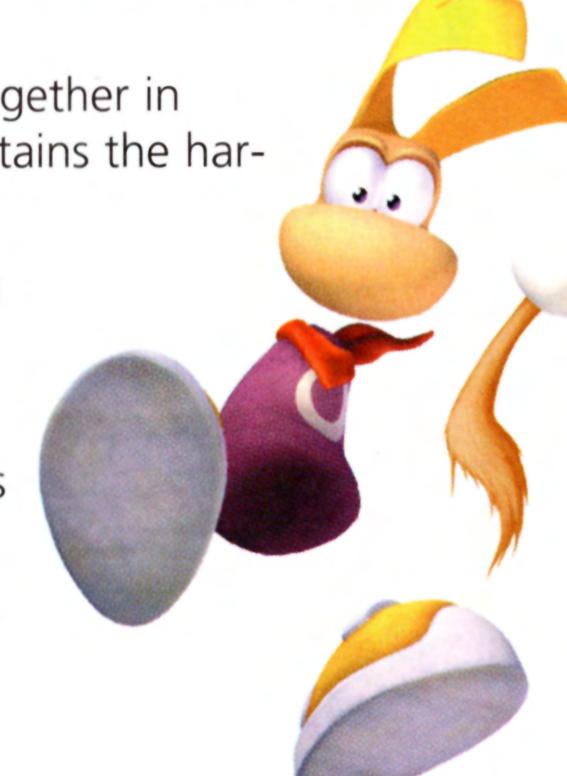
Hi folks!

You want to know what's going on? Let me tell you the story of Rayman...

In Rayman's world, nature and people live together in peace. The Great Protoon provides and maintains the harmony and balance in the world.

Sorry Folks, this apparently can't last. Do you want to play or what?

Some fateful day, the evil Mr. Dark steals the Great Protoon and defeats Betilla the Fairy as she tries to protect it! The Electoons who used to gravitate around it lose their natural stability and scatter all over the world! Troublesome, isn't it? And untidy, too!



In the now-unbalanced world, strange phenomena begin to occur: freaks and hostile characters appear, capturing every Electoon they can find! The disappearance of the Great Protoon also neutralized all of Betilla the Fairy's powers, and she needs time to regenerate her energy before she can help in any way.

They definitely need a hero to save them now, don't you think?

Rayman to the rescue! As a guardian of this world, he must free the Electoons, recapture the Great Protoon from its mysterious kidnapper and reassemble them all to restore the world's harmony.

But will the bad guys let him do it? After all, Rayman doesn't have arms or legs, but don't panic, neither do the bad guys.



## THE BASICS

Rayman has to free the imprisoned Electoons to re-establish order in his world. For each level there is a medallion with 6 empty spaces, each of which corresponds to a cage of Electoons, which you have to find. Each time you free a

cage of Electoons, one space on the medallion is filled. In order to enter the Candy Chateau level, you must first free all of the Electoons in the first five worlds.

At the start of the game, Rayman can carry out simple actions: walking, jumping, holding onto vines, and crawling. As you progress through the game, Rayman gets new powers: a punching fist; the ability to hang onto platforms; a grabbing fist; the ability to run; and even a special helicopter feature!

Betilla the Fairy grants him these very special powers. A brief explanation of how to use your new powers will appear on the screen each time you get one.

Once you have acquired a new power, it will be useful to you

throughout the rest of the game. But, you should also backtrack to thoroughly explore the levels you have already gone through, because you probably haven't seen it all yet! Some surprises are waiting for you, things that you were unable to reach the first time you went through...

At the beginning of each game, a map of Rayman's world will be displayed. Each time you have completed a level, the next paths available to you will be highlighted on the screen. Most of the time, you will be able to choose between two directions.

The "normal" exit to any level is at the end of it. Exits are indicated by an exit sign - logical, hmm? You can also exit the first stage of a level by going back out through the entrance door.



## STARTING THE GAME

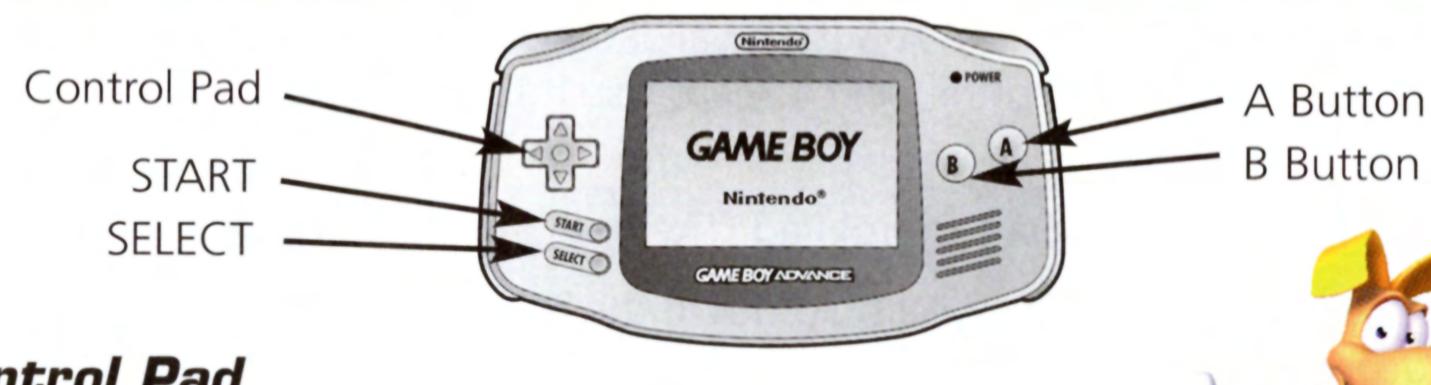
Place the Rayman cartridge in the Game Boy® Advance and set the power switch to on.

When you start the game, you will be asked to Choose A Game that you would like to play. By moving the white fist on the left side of the screen up or down with the Control Pad, you can choose between one of three saved game slots. Press the A Button to choose a slot.

You can then name your game by pressing up or down on the Control Pad to rotate the letters and pressing the A Button to make your selection. Once a game is named, make sure the white fist on the bottom of the screen is pointing to the word "Start" and hit the A Button. You will now begin your adventure.



## THE CONTROLS



### Control Pad

- The up and down arrows are used to move through the option menus.
- The left and right arrows are used to:
  - Select the option when several are possible
  - Increase or decrease the volume of the sound effects and music
  - Select Yes or No when prompted

### SELECT Button:

• In the Menu, SELECT allows you to return to the previous menu.

On the menu screen, pressing the A Button validates your choices. At any point in the game use it to move on to the next screen. Use it to validate an answer when prompted.

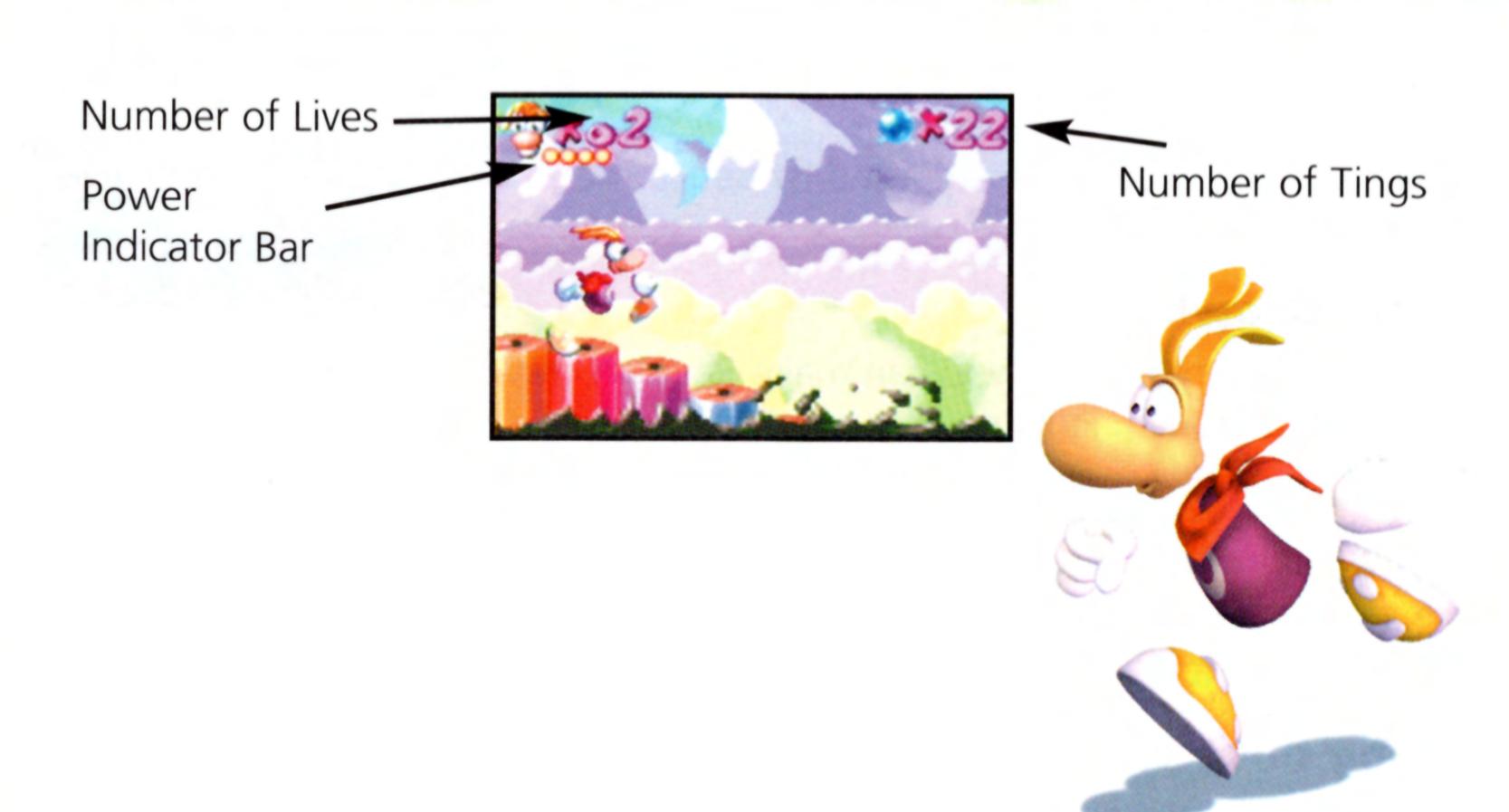
Rayman is controlled using the Control Pad. The default functions are:

- B Button: Fist (The longer you hold down the B Button, the farther your fist will go!)
- A Button: Jump
- A Button twice: Helicopter power (once you've been given it!)
- Right shoulder button R Button: Other actions (plant a magic seed and running)

Not all powers are available at the start of the game. Screen instructions will advise you as you go!



# INFORMATION AVAILABLE ON YOUR SCREEN





## RAYMAN'S POWERS

There are two types of powers: permanent powers (those that you keep no matter what happens in the game) and temporary powers

The permanent powers are distributed by Betilla the Fairy:



### Crouch/Crawl:

From the start of the game, you can make Rayman crawl: Press down on the Control Pad to crouch. Hold down and left or right on the Control Pad to crawl in that direction.

## Telescopic fist:

Press B Button to send off the fist. The longer you keep the button pressed, the further the fist will go.

## Hanging onto platforms:

When Rayman jumps or falls, he automatically hangs onto the nearby platforms.

## Helicopter:

Press A Button to jump, then press it again to slow your descent with your helicopter blades.

## Running:

This power-up not only allows you to move faster (obviously!), but also to build up speed to jump further. To activate it, press R Button while you're walking. (Only available after you have received this power!)

## Grabbing fist:

Thanks to this power, Rayman is able to hang onto and swing on flying rings. The grabbing fist also allows him to pull the bonus icons towards himself. To use the grabbing fist, press B Button

# Rayman's other friends give him the temporary powers: Magic seed:

Tarayzan gives Rayman a magic seed, which grows into a plant immediately. To grow plants, press R Button.

## Super helicopter:

This power is yours when the Musician gives you the magic flask, which activates it. It allows you to fly while retaining control of your direction. To activate it, press A Button. To go higher, press A Button several times.

HINT: the super-helicopter power may come in handy in the Blue Mountain world - those sharp spinning blades could help you do more than just fly!

## Firefly:

Joe the Extra-Terrestrial gives Rayman this power to help him light up the dark regions of The Caves of Skops. The firefly follows Rayman's punching fist, so throw his fist out in front of him to light the route ahead.

## Flying Blue Elves:

These little creatures give Rayman the ability to shrink down in size, so he can more easily pass through some of the game's narrow passages. Walk up to one to become small, and walk back up to him or to another one to become normal-sized again.



## IMPROVING YOUR GAME

We won't give away all the secrets of the game (there has to be some suspense!), but a few hints could be very useful.

**Powers** 

They symbolizes Rayman's energy reserves. He starts off with 4 powers, but can win more on his journey... or lose some during his battles! When

you have run out of power, you lose a life.

- A simple power gives you one extra energy point.
- A double power gives you two energy points.
- A Big Power gives you a full load of energy points.

### Lives

look for them, they come in handy when you face the enemies that await you.

## Speed-ups

they increase the speed of the punching fist.

## The golden fist

increases the powers of Rayman's blows.

PLEASE NOTE: Your fist loses its power and its exceptional speed each time you lose a life.

## Tings

If Rayman picks up one hundred of these glowing blue orbs, he gains an extra life, but they can also be used to pay the magician (who'll give you access to the bonus stages).

### **Continues**

If you lose your last life, a Continue allows you to restart the game from the last level played. The Continue screen appears after Rayman dies for the last time. If you want to use a Continue, you must ring the alarm clock (by pressing the A or B Button) to awaken Rayman from his stupor before the time runs out.

## The magician

He is hidden away in the scenery. With his help, Rayman can enter into secret worlds. In these bonus stages, your skill and rapidity will allow you to earn Tings or a bonus life. But please note that this magic stunt has to be deserved, and it will cost you 10 Tings to take advantage of it.

NOTE: You will gain a bonus life if you manage to get a perfect score in the bonus map. This means you will have to get all the Tings within a minimum time limit.

## The photographer

He is there to immortalize your feats! When you lose a life, you start again in the last place where he took a picture of you. Make sure he snaps your picture to validate each save point.

# SAVING THE GAME

You can save your game each time you finish a stage when you are on the world map.

To save, move Rayman to one of the save spots on the map, which are marked with the Magician's top hat. You will be asked if you want to erase your previously saved game. If you choose "Yes" your new game will be saved in the save game slot you chose at the beginning of the game.

## Playing a saved game at the Save/Load screen.

When you start up RAYMAN, you can decide to continue to play a game that you started and saved earlier. You can choose from up to three previously saved games. The commands at the Save/Load screen permit you to do one of two things: ERASE or COPY a game. ERASE allows you to erase the saved version in order to restart the game from the beginning. COPY allows you to duplicate the saved version of a current game; as a result, you can continue playing the game, and if you are not pleased with your performance, you can restart the game from the point where you copied the previously saved game.

### To use the COPY function:

- Select COPY
- 2. Select the game you wish to duplicate.
- 3. Validate your choice by pressing the A Button. A golden fist appears before the game you've chosen to duplicate, and a white fist appears before the space where it will be duplicated. If you wish, you can move the white fist to choose a different save space.
- 4. Validate again, then enter a new name for the copied game.

The Save/Load screen gives you information about your previously saved games, including the name under which the game was saved, the number of lives available, and what percentage of the game's challenges you have accomplished.



## WORLDS

In the different worlds of the game described here, you might meet the «bosses» more than once! And always be on the lookout for the Antitoons, Mr. Dark's foot soldiers. They're small, but they're dangerous!

### THE DREAM FOREST

Rayman has to proceed through the jungle without ever falling into the swamp waters. He will come across hunters and explorers. This is where he meets Tarayzan, his first friend. Help Tarayzan get dressed and see what happens! The big boss is Moskito, a persistent giant mosquito.

### **BAND LAND**

In a scene filled with clouds and slippery sheet music bars, Rayman must advance among music instruments (drums, maracas, cymbals...) and avoid wrong notes. Once he escapes from the trumpets, he will find himself face to face with the deafening Mister Sax.



### **BLUE MOUNTAINS**

Rayman has to move forward, avoiding rock avalanches and stone creatures. In these mountains, Rayman meets the Musician and helps him recover his lost guitar. The big boss to defeat is Mister Stone, a creature made of rock.



### PICTURE CITY

This is the world of images, as well as the world of mirages. Once he walks across the stage of a small theatre, Rayman comes across beings straight from a pirate movie or a science fiction film. In particular, he'll meet Space Mama, a tough cookie with a deadly rolling pin.

### THE CAVES OF SKOPS

This is a troubling underground world. Enter it through Joe the Extraterrestrial's cheerful snack shop. First, Rayman has to plug in his friend Joe's shop sign while avoiding the spiders. Then he must work his way around the stalactites in the cave to find the lair of Skops the Scorpion.

## CANDY CHATEAU

Welcome to the world of desserts where Mister Dark is hidden and guarded by clowns performing amazing stunts. But be careful, Mister Dark is diabolical!





Now that you know what to expect, get ready for a mindbending adventure!

Good luck!



## CREDITS

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#### **CONTACT US BY PHONE:**

You can also contact us by phone by calling (919) 460-9778. Note that this number is for technical assistance only. We cannot give hints or tips over the Technical Support line. When calling our Technical Support line, please make sure you are at the game. Be advised that our Technical Support Representatives are available to help you Monday - Friday from 9 am - 9 pm (Eastern Standard Time), excluding holidays. While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to use one of the other support avenues listed above. Email responses usually receive a response in less than 2 business days. If we receive your email, you will receive a response!

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(900) 288-2583 (CLUE). \$.95 per minute

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